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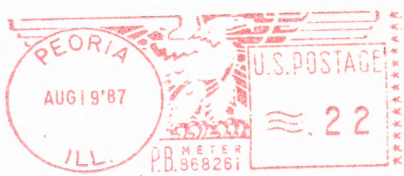

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STING

INFORMATION GROUP

PUBLISHED BY STING VOLUME II ISSUE #8

EDITORIAL

Hopefully one of the first things you'll notice is that the newsletter quality is a little higher than normal. The original copy was done on the Star Micronics NB24 – 15 printer. This printer has a 24 pin head instead of the usual 9 pin head on most dot matrix printers. This allows for much higher quality output and cleaner graphics. This is still not laser quality but it is affordable.

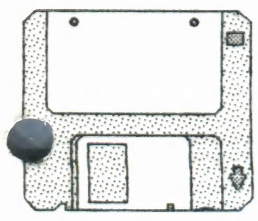
The entire newsletter with the exception of one page was done with Easy – Draw by Migraph. The graphics that are used throughout the newsletter are also from Migraph. They currently have 2 clip art disks that are available. Many club members already use Easy – draw but the majority do not. This will give majority an idea as to some of the things that Easy – Draw can do.

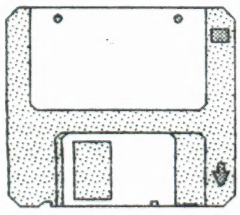
You should also notice that this newsletter starts out with an Editorial page. On this page you will be priveledged? to read the editors veiw points and ideas. As of this newsletter all articles will be typed in and no longer just cut and pasted from numerous sources. This takes a little longer but for the most part I feel it looks better.

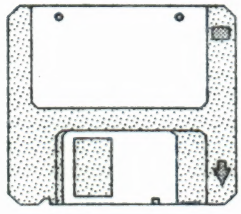
I realize its summer and most of you are either going on vacation or have been and don't have time to do newsletter article. Hopefully you have been working with your computer and possibly have a new peice of software that you might give us your opinion on. The jist of this paragraph is as follws: we have not been receiving any articles to put in the newsletter, HELP!!!

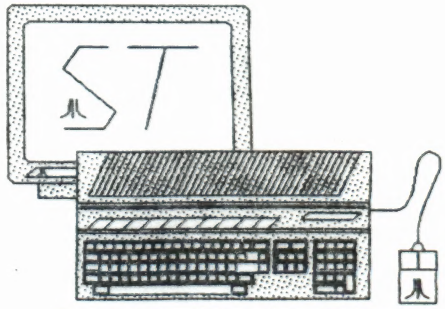
As I finally leave you alone to enjoy this copy of the newsletter I hope you will let me know if there is any thing wrong or any thing new you would like to see.

Thanks; Dave









David R. Strode, Editor

AUGUST 1987
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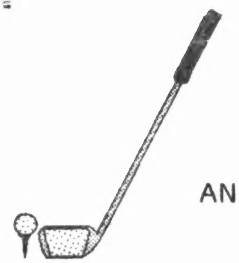
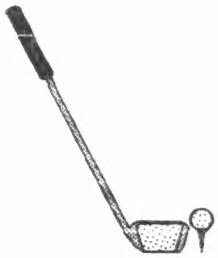


MEAN 18

AN ARMCHAIR ATHLETES GUIDE TO BETTER GOLF

BY DAVE STRODE



For those of you who thought you would like to play golf but have since changed your mind, there is still hope MEAN 18. This game simulates every detail of a real golf game without all the trouble, but I'm getting ahead of myself.

MEAN 18 comes with two disks and only runs on a color monitor or a color T.V.. The first disk contains the golf program and the course architect. The second disk has the 3 courses that were first available on it. They are St. Andrews, Augusta and Pebble Beach. Bush Hill country club is included on the program disk.

When you load the program in it will ask you to insert the course disk. At this time you can leave the program disk in for Bush Hill or put in the course disk. After you have chosen a course it will give you 3 options:

1. New game – brand new game
2. Resume Game – continue play of a saved game
3. Quit

If you start a new game it will ask you how many players there will be. You can have 1 – 4 players. It will ask you to enter the players initials and then ask which tee's you will use (regular or proffessional) and then ask which level you wish to play at (beginner or expert). The difference in tee's is one of length, the pro tee's are further away. The difference between beginner and pro is that the computer will select the beginners clubs and the pro makes its own choice. The computer is also a little more forgiving with a bad shot for beginners.
After these choices it will ask which scoring you would like:

1. Medal play – normal play for 1 – 4 players.
2. Match play – 2 player – player who score the best on the hole wins.
3. Best ball – 2 teams – 4 players – lowest score for team wins.

Once you have made all the player entrees it will ask you if you want to begin the game or restart. Selecting restart gives you the option to change any of the previously entered data. Once this is done you will be given 5 options:

1. Practice tee – Practice your club swings.
2. Practice green – Practice your putting.
3. Practice a hole – try any hole on the course you chose.
4. Begin a game – Start a round of 18 holes.
5. Quit.

When you select begin a game the computer prints out " Off to the first tee!", it then gives a picture representation of the first hole. On the picture is the hole #, par, regular distance and pro distance. Across the bottom will be printed "click to continue".

When the first hole comes up your player will be on the tee with club in hand. At the bottom of the screen the following information is listed: player, hole #, club, stroke and distance. There is also the scorecard you can look at the hole you are playing and arrows to move the golfer right or left. To the left is the power meter used to measure your swing. When you look at the power meter it is divided into tenths up to 100. There is a red line at 50 % and a red area for overswing above 100%. To swing the club you must click the mouse three times. The first click starts the club swing back the second click starts it back down and the third click decides which direction the ball will go. The swing starts out from the 0 line. When you stop the swing above this line the ball goes left, if you stop below the line it goes right and finaly on the line goes straight.

As you play toward the green you may choose to use a club other than the one the computer selects. There are arrow on either side of the club you are currently using. Clicking the right arrow selects a bigger club and the left a

MEAN 18

CONTINUED

smaller one. Once all the palyers have reached the putting green you have the option of seeing how you arrived there. There is a course icon in the lower left hand corner, it shows each of your shots in a line fashion on the course from an overhead veiw.

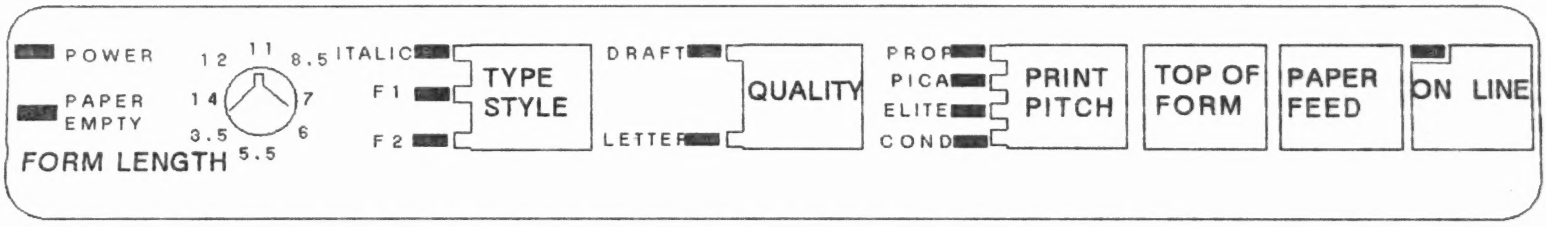
The computer next shows you an overhead veiw of the putting surface the location of the balls, and the breaks on the green. When you putt, each division on the power meter now represents 8 ft increments. You have a line coming out from your ball that you line up with the hole using the up and down arrows at the bottom of the screen. Once everyone has putted the computer will bring up the score card and show you how you stack up to par and to the other golfers.

MEAN 18 is an exceptionally good golf program. Any problem you could get into on the course you can find in here. There are sand traps ,water hazards and out of bounds markers. I would reccomend this game to anyone who enjoys the game of golf or would like to try it.

PRINTER MADNESS

BY DAVE STRODE

I stated on the first page that the newsletter was done with a 24 pin printer. The Star Micronics NB24 – 15 to be exact. Now that you have seen the the output I thought I would tell you a little about the Printer. This printer has all the functions of any dot matrix printer but thats were the likeness stops. All the controls for the printer are on a keypad mounted in front and on top. Some of the more unusual features are:



1. FORM LENGTH SWITCH – This knob tellls the printer how long the page is that you are using. The numbers range from 3.5 – 14.

2. TYPE STYLE INDICATOR + KEY – These tell the printer which type style you wish to use. There is the standard font that comes with the printer and Italic. There are two slots in the front where font cartridges can be plugged in. There are 4 available.

3. PITCH INDICATORS + KEY – These tell the printer what pitch is on the type. You can have Proportional, Pica, Elite and Condensed. You can also have Condensed Pica or Condensed Elite. These you can have in either Draft or Letter Quality. Those are just the highlights of the printer.

I mentioned letter quality and thats what it is not near letter quality but letter quality. It is amazing to watch the letter quality come from a dot matrix printer. The printer emulates 3 printers. From the factory it is compatible with the Epson LQ1000 series. With the flip of a dip switch it emulates a IBM printer and one more flip it is an IBM Graphics printer.

The NB24 – 15 is sold at a very reasonable price. Depending on the supplier you deal with it only runs between $690.00 to $800.00 dollars. I know that seems like a lot but 2 months ago it was at $1100.00. This price is still way below any laser printer available. I might add that this is the 15" wide version and the 11" version is much cheaper.

Publishing Partner™

Desktop Publishing for the Atari ST

New for the Atari ST **Only $149.95**

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At last there is a comprehensive page layout program for the Atari ST. You can see text, rules (lines) and columns in their actual size and position on the screen as you type and edit your page. Using Publishing Partner™ you can design, compose, and paste up a variety of publishing items including newsletters, forms, tables, ads, charts, and much more.

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The benefits of using Publishing Partner are unlimited. By having a word processor, page layout, and forms creator all in one program, you'll be able to quickly and easily create a variety of documents. With Publishing Partner's easy to understand "drop-down" menus, learning and using the program will be instantaneous.

6 point
8 point
12 point
24 point
36 point
72pt
up to 144 points

Special Attributes

Backslant
Bold
Double Underline
Italicize
Light
Mirror ɹoɹɹiM
Outline
Reverse Type
Shadow
~~Strike-through~~
Tall
Underline
Upside Down
ɥbeɹqe Dowu
Wide

You can mix and match any attribute you desire!

For example:

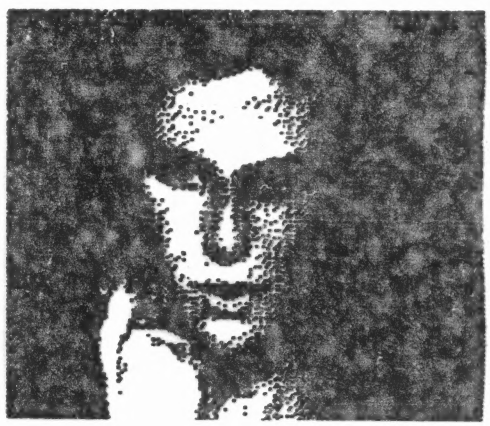
Tall and Shadow

Italicize, Outline, and underline

Suggested Equipment

In order to use Publishing Partner, all you need is an Atari 520 ST, 1040 ST, or upward compatible machine. Both color and monochrome monitors are supported but monochrome is recommended. Supported printers include Epson and graphics compatibles, Star (Gemini), Apple LaserWriter and any Postscript compatible device. New print drivers are being released daily so call to make sure your printer is supported.

Import Graphics



You can reduce, enlarge, or "cut" any Degas™ or Neochrome™ picture

Just a preview of what may be. I have purchased this program and am trying to learn it. It is very time consuming. I am still waiting for a 24 pin driver that is tested. Thought you might like to see some of the possibilities that this program offers. The output at present on dot matrix is slightly less clear than Easy-Draw which is what I currently use for Desktop Publishing.

Produced with Publishing Partner, and an Atari ST

CHAMPIONSHIP BASEBALL

Maybe your the kind of person who loves a program that challenges the mind. Or possibly the kind of person who would rather have it more simple to learn yet a challenge to play. Well championship baseball will satisfy either one of you. For it has both the challenge to the mental facilities and the challenge to the play of the game.

First the challenge it affords the mind is that you have to act as a big league manager and know your players. Their abilities in the field as well as their hitting, running, and bunting abilities. You then have to choose your players for your team. Select the batting order of the players. Then choose your pitchers and backup players on the bench. Also know when to make a change in the field or your pitcher. However if you are the other kind of person preferring to just play the game and forget all that strategy stuff. Then they offer ready made teams and you just choose one of them and play ball. You can play against the Computer or against another player. And you can play an exibition game or be in a league where the statistics are kept and there is a play off at the end of the season to determine who won.

There are 5 teams in the league and you will play each one once then have the play offs. To play the field you have to pitch the ball and you select your pitch and pitch it, all with the joy stick, (you will want a good multi – position joy stick for this). You then have to move your fielders to the ball if it is hit. They will pick it up and you then have to move them and or make them throw the ball to where ever you want them to throw it. Again you do this by using your joy stick and a certain position on the joy stick. They have put in a very excellent feature in that you always know who has the ball because the player with the ball turns black while he has it.

If you are the batting team, you have to swing at the ball, take the pitch, or bunt. Then your player will automatically run to first but if you have any runners on the bases. You will have to make the lead runner run, lead off, or slide. He does not go automatically. (You can slide into the base you are running to or back into the bag you led off from.) Runners will move automatically if forced only.

As you can see there is a lot for you to do in the game affording you many challenges and a whole lot of fun. There are other features such as a batting practice mode with a stop, start feature so you can learn to see the rotation of the ball, a score board, updates on the league standings etc. and much, much more. This is a really exciting game and I know that all you baseball fans will really enjoy it. Have lots of fun and as the umpire says; PLAY BALL!

THE ROOKIE:

Memory Upgrade

Migraph, the publishers of Easy – Draw have come up with a viable solution to buying a new Mega machine and having to practically give away your ST. They have found a 2.5 Meg upgrade.

2.5MB/total memory available. With all the programs coming out for Desktop Publishing you are going to need more memory to be able to support Laser printers, Bit – image enhancement, and more GDOS fonts. I megabyte has just about become the minimum memory requirement for power application programs with 2 + MB becoming necessary for drafting and publuishing programs.

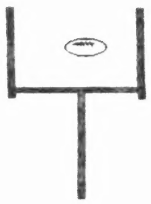
Migraph has searched for an upgrade that would meet a specific list of requirements.
1. Easy installation (NO soldering)

2. Compatible with future CPU add – ons(Blitter and new ROMS)

3. Expandable to 4MB

4. Quality design, materials and manufacturing

The only drawback is the price:520 upgrade to 2.5MB $495.00 , the price is the same for the 1040.



GRIDIRON FOOTBALL

by Joe Lambert

GRIDIRON FOOTBALL by BETHESDA SOFTWARE is distributed by ELECTRONIC ARTS. GRIDIRON comes on a double sided disk but no where in the documentation does it mention this fact. My distributor sales rep let me in on this little detail when I called to get a return number for what I assumed was a defective piece of software after trying to load it on a 520's single sided drive. The sales rep told me that the software company was given the wrong information about the number of double sided drives out their. He also told me that if you write to ELECTRONIC ARTS they will send you the program on two single sided disks.

Well, I don't know about you but when I buy a program I want to go home and use it, not wait for weeks for another version of it. But being the impatient kind of guy I am, I transferred it over to two disks in such a way that it works. So here's the review.

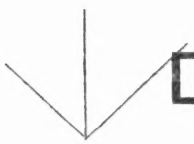
GRIDIRON is a very good game, it is a game of strategy and hand/eye coordination. The strategy part comes in the choice of plays the standard play book comes with 20 plays for both offense and defense.

You can play this game with another person or against the computer at 4 different levels of speed. In the one player mode you always use the mouse, in the two player mode the defense player must use a joy stick and trade input devices when he becomes the offensive player. This is a little clumsy but it beats the keyboard or letting the computer do the work for you.

One nice feature that GRIDIRON has is the ability to make up your own custom plays and save them to your own play book and load in that play book during the game.

Another nice feature is the ability to design your own team and save it to disk to loaded in later. Additional teams simulating real NFL teams are going to be ready in the future.

The graphics are simple, but the sound is fantastic. You hear digitized grunts and groans when players collide and the crowd roars when points are scored. I really like this game, with the exception of the incredibly stupid way they marketed it on double sided disks, the game is the best football game I've ever seen.



Dealer's Corner

by Joe Lambert

This month in the world of Atari not much has changed from last month. The Mega ST are suppose to be in the hands of some of the some of the magazines for review testing. In this month's issue of COMPUTE!'S ATARI ST a interview with the Sam Tramiel states that the blitter chip (a custom graphics chip) might not come in all of the first Mega's coming of the assembly line, because of a shortage of chips from third party suppliers. The blitter will be made available later (for a nominal price) to customers that didn't get them. Mention was also made that the Blitter was also going to be made available to use that have the current 520's or 1040's.

Rumors have it that the blitter upgrade for the older computers will come as a mother board trade. You send in your mother board and some money and wait a month and Atari sends you the new one????, let's hope not!

A new cad program from ILIAD SOFTWARE called ATHENA II is available now it looks like a nice package for architecture. The hitch in this program is that is requires 1 meg to run and the disk is double sided (though it can be transferred to 2 single sided disks).

Well, that's it for now.